# **Pollution Pictionary**

#### **Grades**

Any

## **Subject**

Science and Health

#### Type of Lesson Plan

Activity

#### **Duration**

45 minutes to 1 hour

### **Objectives**

TLW...

- Work in cooperative teams to identify sources of pollution through imagery.
- Recall types and sources of pollution.

NOTE – This lesson serves as an assessment and evaluation of student learning with regard to being able to recall and identify sources of pollution. It is recommended that this lesson follow the cooperative group activity, brainstorming sources of pollution (Lesson #1).

#### **Materials**

- Pieces of paper (blank table provided to list sources/types of pollution to be cut out)
- Receptacle for drawing cards
- Timer

- Markers
- White board
- Die
- Reward for winning team

#### <u>Set</u>

Rules:

- 1. Have kids list examples of pollution that could be drawn.
- 2. Teacher will assign teams and team numbers. Each team will take turns selecting folded cards with topics for a team member to draw. With younger kids the teacher can draw the pictures.
- 3. Teams are to guess within the 30 second or 1 minute (you choose) time frame.
- 4. No other team is allowed to guess other than the team whose turn it is.
- 5. If the guessing team runs out of time, the teacher will role a die. The number that comes up will correspond to a team number. That team gets to attempt to "steal" the guess. In the event of a "steal" the team must provide one answer only. If the number of the die that comes up is the same as the number of the team that just had their turn, roll the die again. If the "stealing" team misses, roll for the next team until

the answer is guessed, or all teams guess wrong. If the stealing team guesses correctly, they get a point and DO NOT lose their turn in the rotation.

- 6. Score a point for each correct guess. Proceed to the next team after each round.
- 7. At the end of \_\_\_\_\_ rounds, the team with the most number of points wins.
- 8. Teams that shout out guesses when it is not their turn, lose a point! This rule is good for reinforcing proper behavior.
- 9. Winners get...(you choose). Make it appropriate for your classroom.

## **Instructional Input**

Includes the directions and student ability to follow them. Set up the teams.

Play.

Reward.

### **Guided Practice and Assessment**

These are built in to the game.

#### Closure

Have students write a journal entry (3-minute essay) about a source of pollution that they think should be eliminated.

#### **Sample Topics**

Younger Topics

- Garbage Dumps
- Construction
- Oil
- Sewage
- Cans
- Paper
- Plastic
- Paint
- Garbage
- Smoke

#### Older Topics

- Radioactive Waster
- Particulate matter
- Solvents
- Chemicals
- Jets/ Airplanes
- Fossil Fuels
- Leaking Storage Tanks
- Gasoline Engines
- Dairy Waster

#### Older Topics

- Land/Noise/Water/Air Pollution
- Pesticides
- Ozone
- Agriculture
- Cooling Water
- Herbicides
- Industrial Smokestacks
- Landfills
- Fertilizer
- Heavy Metals
- Hazardous Waste

Have students write topics in squares and cut out.